

Bug Club Phonics walk-through for parents



Step 1: Firstly, go to www.activelearnprimary.co.uk

Click on the yellow Log in button and use your child's username, password and school code that the teacher provided



[Forgotten password?](#)

[Will it work on my computer?](#)

Once logged in you will be taken to the Pupil World homepage. This is where you can access all of the homework.

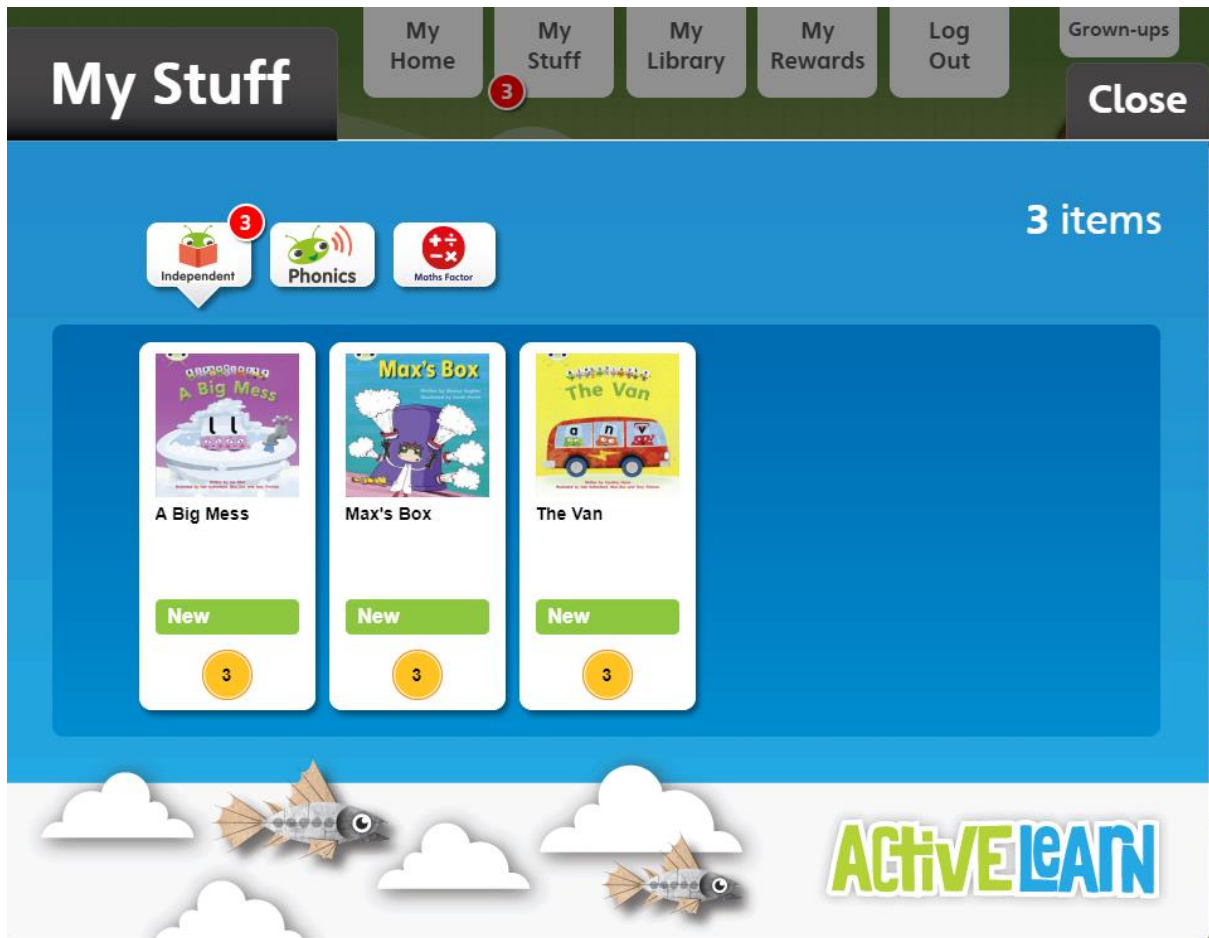


You will see there are several tabs at the top of the page: My Home, My Stuff, My Library, My Rewards, Log Out and Grown-Ups.

Use My Home to change the home page theme.

My Stuff is where any new homework gets sent to. The number displayed indicates how many pieces of homework have been allocated to your child.

Step 2: Open My Stuff to see what's been allocated



The eBooks homework will come under the Independent tab, click on this to bring up the homework. In this case 3 books have been allocated.

At the bottom of each book icon you can see a gold coin and a number. This number indicates how many coins the child will get for attempting every quiz activity and reading to the end of the book.

Step 3: Open one of the books

The screenshot shows an eBook page for the book 'A Big Mess'. On the left, there is a 'Before and during reading' section with three numbered activities: 1. Say the sounds (h, b, f, f, l, l, s, s), 2. Blend the sounds (t-u-b, h-o-p-s, f-i-ll, m-e-ss), and 3. Read the tricky words (I into). A yellow bug icon is in the center of this section. To the right, 'Meet the Alphablocks' section introduces the characters 't', 'u', and 'b'. Below this is a 'Talk together' section with reading prompts, a 'Vocabulary check' section, and a 'While you read' section with comprehension questions. The right side of the page features the book cover for 'A Big Mess' with illustrations of the characters 't', 'u', and 'b'. At the bottom, there is a navigation bar with a magnifying glass icon, 'Back', 'Read to me', 'Next', and a close button.

Before and during reading

1 Say the sounds

h b f f
l l s s

2 Blend the sounds
Say the sounds, then the word.

t-u-b, tub
h-o-p-s, hops
f-i-ll, fill
m-e-ss, mess

3 Read the tricky words

I into

Point out the tricky bit of the word (e.g. the 'o' in 'into' sounds /oo/) and then blend the rest.

Meet the Alphablocks

We are the Alphablocks. We each have our own special sound. When we get together, word magic happens! When we make a word, we say our sounds in turn and then blend them together.

Talk together

Ask the children to read the title and look at the cover picture. What kind of mess do they think the story will be about? Ask if they have ever made a mess at both time. What happened?

Vocabulary check

On page 3, check that the children realise that 'tub' is another word for 'bath'.

While you read

- Listen to the children reading the book. Ask them to say the sounds and blend them in order to read words they do not recognise.
- On page 5, what do the children think is going to happen next? Turn the page to see if they were right!
- On pages 6-7, encourage the children to read the text and speech bubbles with lots of expression.
- On pages 6-7, ask the children to find:
O. Which character is he looking at?
F. What do the children think he is going to do?

A Big Mess

Written by Joe Elliot
Illustrated by Neil Sutherland, Blue-Zoo and Tony Trimmer

Back Read to me Next

On the left of the eBook you can see which sounds and letters will be covered in the books, as well as any tricky words and top tips to help your child.

You will notice that there is a yellow circle with a bug's face in the middle. This is our hotspot icon and whenever you click on it there will be an activity to do.

In the bottom left of the screen you have a magnifying glass should you wish to zoom in.

In the bottom middle we have a Read to me function. If you click on this the narrator will read the book aloud. We advise that your child attempts to read it by themselves first if you want to use the Read to me function.

In the bottom right corner you can close the book.

Step 4: Completing an eBook

o f f
l f f i
o t

Tip top!

o-ff, off!
The tap is off.

8

After reading

Story comprehension

- How do the Alphablocks make a bath appear? (They make the word 'tub'.)
- What goes wrong in this story? What causes the problem?
- How do the Alphablocks solve the problem?
- Do the Alphablocks have fun in the bath in the end? What do they do in the bath?
- Do the children have fun playing in the bath? What kinds of things do they like to do?

Picture detective

Ask the children to find an object in the pictures that contain the:

/b/ sound (bath, bubbles)

Don't necessarily do all of these activities – just those that your children need.

Follow up

Speedy reading

Return to the words on the front inside cover (section 2) and check children can sound out and blend these words confidently. Ask them to practise reading them until they can read them quickly. Do the same for the tricky words (section 3).

Segmenting for spelling

Practise this spelling routine using the words in section 2.

- Say the word in a sentence, then on its own and ask the children to repeat it.
- Children say the sounds all through the word (segment) and either write a dash or hold up a finger for each sound.
- Children select magnetic letters or write down the grapheme for each sound, saying the sound quietly as they do so.
- Model the spelling by saying each sound as you write the word for the children to see.
- Children give themselves a tick for each grapheme in the correct place.

Published by Pearson Education Limited, Edinburgh Gate, Harlow, Essex, CM20 2JE.
www.pearsonschools.co.uk
Text © Alphablocks Ltd 2011
Designed by Neil Sutherland (Magpi Learning)
Original Illustration © Alphablocks Ltd 2010, 2011
Alphablocks logo © Alphablocks Ltd 2010
Illustrated by Neil Sutherland (Magpi Learning), Blue Zoo and Tony Tunstall
Printed in the UK by Ashford Colour Press
Created in collaboration with Alphablocks Ltd
BBC and Claretton logos are trademarks of the British Broadcasting Corporation and are used under licence.
BBC logo © BBC 1986, Claretton Logo © BBC 2010.
The right of Neil Sutherland to be identified as author of this work has been asserted by him in accordance with the Copyright, Design and Patents Act 1988.
First published 2011
ISBN 978 1 434 1211
British Library Cataloguing in Publication Data
A catalogue record for this book is available from the British Library

ISBN 978 1 434 2794 0
Copyright notice
All rights reserved. No part of this publication may be reproduced in any form or by any means (including photocopying or storing in any medium by electronic means and whether or not transiently or incidentally in some other form) without the prior written permission of the copyright owner, except in accordance with the provisions of the Copyright, Design and Patents Act 1988 or under the terms of a licence issued by the Copyright Licensing Agency, Saffron House, 9-10 Kirby Street, London EC3N 8TE, www.cla.co.uk. Applications for the copyright owner's written permission should be addressed to the publisher.
Acknowledgements
We would like to thank the children and teachers of Ramsgate Central Integrated Primary School, NE, Gable Drive School, Gloucestershire and Bishop Wood Primary School, Somerset for their invaluable help in the development and testing of the Alphablocks resources.
Features used in illustrations are from C5 Textures.
Every effort has been made to contact copyright holders of material reproduced in this book. Any omissions will be rectified in subsequent printings if notice is given to the publishers.

At the end of the book there will be an activity to do with your child. Once you are ready to finish, click the cross to close the book.

Your child's teacher will be able to see when your child has finished a book and also to see how they got on.

Step 5: How to find games that have been allocated



The teacher may also allocate Bug Club Phonics games. These can be found in the Phonics tab.

As with the eBooks, the gold coin represents how many coins the child will get as a reward for completing the game.

Step 6: Playing the games

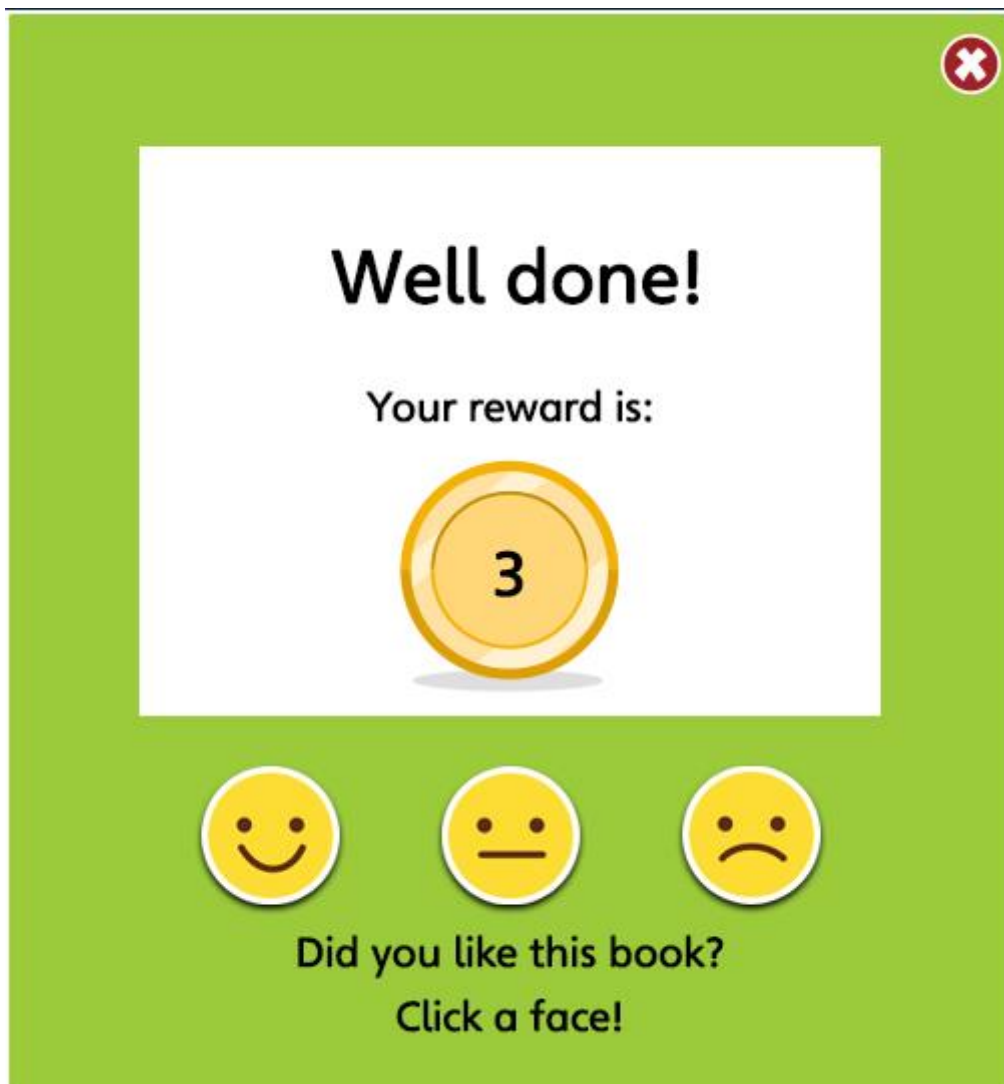


Whenever you open a game the first step is to click the play button and the narrator will provide the instructions for the game. You can also click the Guide button at the top right of the screen for written instructions.

In every game your child will have 3 chances to answer each question. If they get all three wrong, the narrator will provide the correct answer.

You can see how you did in the score counter. A green hexagon is shown for each question answered correctly and a red hexagon is shown for each answered incorrectly.

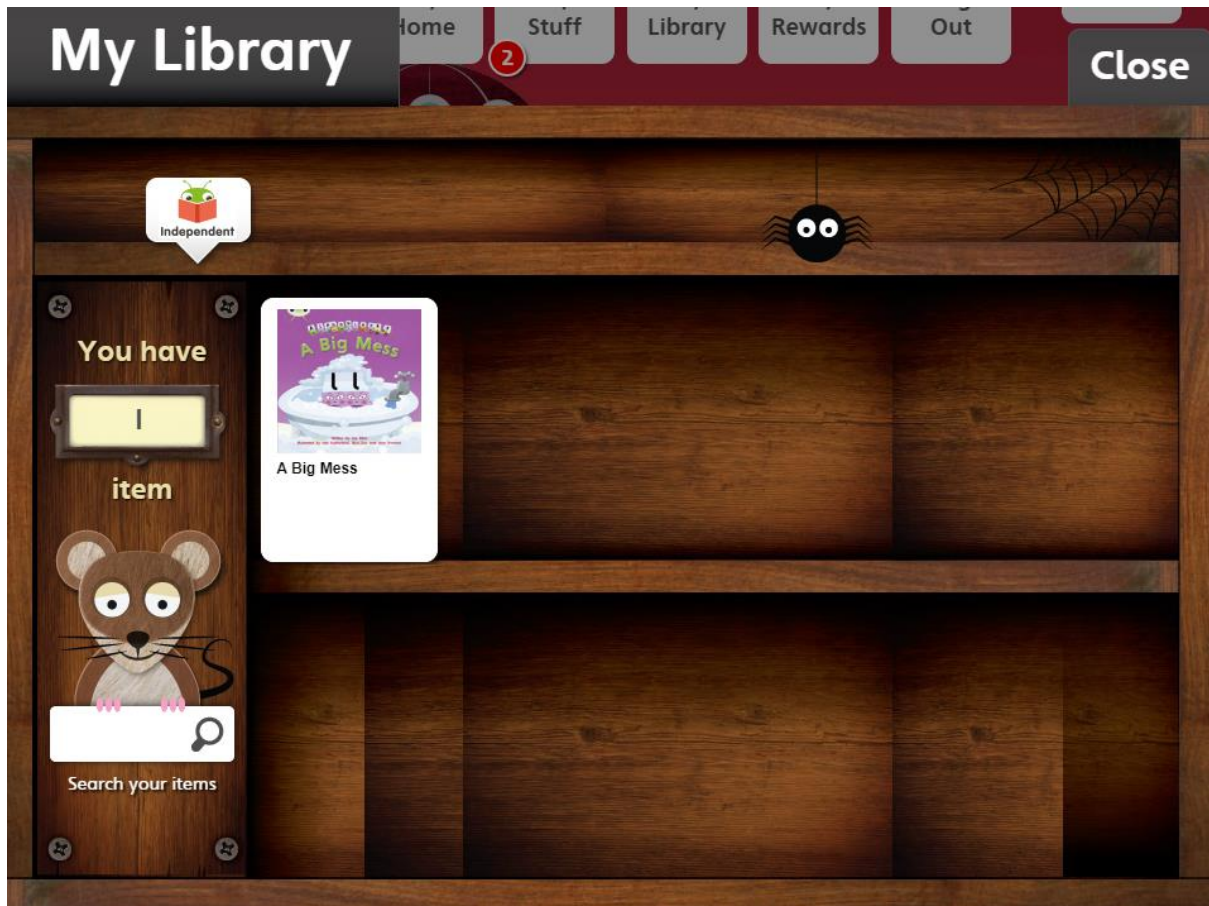
Rewards for finishing the book or game



For eBooks, once you read to the end and attempt all of the activities, your child will be given a reward and the opportunity to say whether they liked the book.

For games, your child will be given a reward after attempting every activity and clicking finish at the end of the game.

My library



Once you finish a book it will drop out of My Stuff and move into My Library. Your child can read this any time they wish, but they won't be able to earn additional coins.

Step 7: Spending the coins



Over time, your child will accumulate more and more coins as they read more and more Bug Club Phonics books. You can see just how many coins they have on the homepage.

Now for their favourite part (after reading the eBooks of course), spending those coins.

Click on My Rewards to spend the coins. In the Pit Stop area children can play a racing game; in the Sticker Factory area they can buy digital stickers; finally, in The Tree House, they can decorate their tree house.

Grown-ups area

ActiveLearn

ActiveLearn > Grown-ups

Grown-ups' Area

Welcome to our Grown-ups' Area. This is a new area we're developing to give you everything you need to support your child's learning.

Reading

Have a look through the links below to find out more around how Bug Club can help your child to learn to read.

- [Getting the most out of Bug Club](#)
- [How children learn to read](#)
- [Reading at home](#)

In this area there are some top tips on how you can help your child read from home.

Need help?

You can also use the Help guide link to go over any functionality or technical support questions.

Please note: we strongly recommend using Google Chrome or Mozilla Firefox web browsers with ActiveLearn. If you prefer to use Internet Explorer, please check you have at least IE9 in order for everything to work as it should. Ebooks have been optimised for tablets.